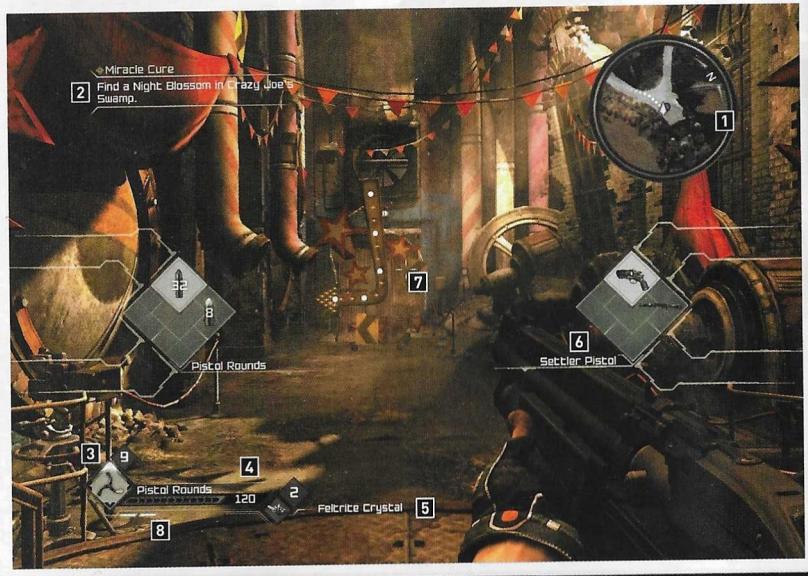
ON FOOT DISPLAY

1. **Compass -** The compass appears when you're in the Wasteland areas of RAGE.
   - The flashing white line is the direction to your selected objective.
   - Blue dots are neutral/friendly vehicles.
   - Red dots are enemy vehicles.
   - White diamonds are the location of your next objective.
2. **Objective Text -** This area of the screen will display updated objectives and mission info.
3. **Quickuse Item -** This area shows your currently equipped Quickuse Item. The number in the upper right corner is the amount that you have left. Press the **Directional pad** to change your currently equipped Quickuse Item. Press and hold ↑, ↓, ← or → on the **Directional pad** to bring up the Quickuse Item Select Menu; use the **Right thumbstick** to highlight the item you wish to assign, then release the **Directional pad** to assign the item to that button.
4. **Ammo -** This portion of the display shows how much ammo you have remaining, as well as the ammo type currently equipped.
5. **Pickup Indicator -** Whenever you pick up an item in the game, a description and quantity will display in this part of the screen.
6. **Weapon Switch Menu -** This menu will appear when you hold down RB on the controller. Use the **Left thumbstick** to change ammo types and the **Right thumbstick** to change weapons. See the Armoury Section on page 9 about reassigning weapons in this menu.



7. **Crosshair -** Your crosshair is located in the middle of the screen. The points on each side will expand and retract based on how accurate your currently equipped weapon will be. It will turn into a prompt when you are able to interact with people, doors, vehicles, or pick up objects. While holding down the fire button to cook grenades, a small bar will appear underneath the crosshair indicating when it will explode.
8. **Defibrillator Charges -** These bars indicate how full your defibrillator charges are. When you become incapacitated during RAGE you'll be able to revive yourself. However, the defibrillator takes time to recharge so be aware if you don't have enough charge before entering a fight. If you die before it is fully charged, you will die and must load a save game.

VEHICLE DISPLAY

1. **Vehicle Mini-Mission Display -** When you enter certain zones in the Wasteland you'll be prompted to complete side quests, typically consisting of destroying a certain number of enemies, or collecting meteors.
2. **Quickuse Item -** Similar to being on foot, this display will automatically switch to the Vehicle Quickuse Items you have equipped. You can assign Vehicle Quickuse items through the Garage.
3. **Vehicle Health -** This bar indicates how much health you have. When you're running low it will begin flashing red.
4. **Vehicle Boost -** This display shows how much boost you can use before it runs out. Using boost effectively is the key to winning races. Boost can be activated by pressing the X **button** and recharges over time, so don't be afraid to use it!
5. **Ammo -** This display indicates how much ammo you have in your currently equipped weapon.